#### Bramhope Primary School - Home Learning Grid Year: 5 Date: w/c 29.6.20 **English – Reading English – Writing English - Spelling English – Grammar** Science Answer comprehension questions Describe your own setting for a story. Can I use vocabulary in Can I practise SPaG Michael Faraday, a British Can you set it in a familiar place but terminology? based on The Game. context? physicist and chemist, with a strange outcome? Do you know your clauses discovered that moving a from hyphens and your magnet near a coil of pronouns? copper wire produced an electric current in the wire. This week you should research why this was an important discovery. Home discussion What do you use postbox@bramhopeprimaryschool.co.u electricity for and how long could you go without it? How could you create **POST** electricity? Maths - Fluency **Maths - Problem Solving and** History/Geography RE **PHSE** White Rose Reasoning Rio De Janeiro is a well-Hinduism **Money Sense** Week 10 Mathletics known tourist attraction. Can **Summer converting units** you identify why people on Hindus worship God in How can you keep your https://whiterosemaths.com/homel Centimetres and Metres holiday there and what many ways. This week, you money safe? earning/year-5/ **Ounces and Pounds** activities they can take part will learn about one (See PowerPoint) Inches, Feet, Yards in? celebration of God in the Lesson 1 - Measure with a Cups, Pints, Quarts, Gallons form of the Goddess, Durga. Nrich protractor Prison cells problem

https://nrich.maths.org/934/index

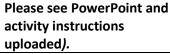
Lesson 2 - Drawing lines and angles

accurately

Lesson 3 - Calculate angles on a straight line

Lesson 4 - Calculate angles around a point







## Computing

E-Safety

Follow this link to watch Kara and the Smart Crew episode 3
This episode looks at gambling and clans with gaming online.
<a href="https://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew/chapter3">https://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew/chapter3</a>

#### **Hour of Code – Minecraft**

Using block programming, follow the instructions to create the different Minecraft worlds.

#### Spanish

Over the next 3 weeks, you are going to write sentences to describe your village; what it's got, what it hasn't got, where places are etc.
Use the PPT to help with this task.

Music

**BBC Ten Pieces** 

### **Florence Price**

LC Can you compose a piece of music?

Read the musical terms.

Watch the orchestral performance.

https://www.bbc.co.uk/teac h/ten-pieces/classicalmusic-florence-pricesymphony-no1/z48rscw

# Art/DT

Shape Challenge
I have given you a shape on
a piece of paper. Your
challenge, should you
choose to accept it, is to
make it into something. It is
not your skill that's
important here, but your
imagination! You can either
print out the provided sheet
or draw it onto paper. Good
luck and have fun!

#### PE

This week you should practise striking, can you develop an effective and consistent action to strike the ball?
Remember to use the skills from the last two weeks to warm up.
https://youtu.be/AfYM6R
ZUERg

https://code.org/minecraft  Once you have completed the activities, we expect you to be able to re-create your own distinct Minecraft world using the different event blocks.	Activity: Use the attached worksheet to create a composition. The animal pictures all have different rhythms which match with their name.	
	Fish – 1 beat note (crotchet)	
	Frog – 2 beat note (minim)	
	Tadpole – 1 beat note split into 2 notes (quavers)	

## Whole School Writing Project

Please see the school website for information on **Awesome Animals**. This is a 3 week, **whole school writing project** (finishing on 3rd July). During the project, pupils will learn to write a page for an information book about animals. We will then be creating a gigantic book of animal facts for everyone to enjoy. Finally, pupils will help create a quiz which they and all their friends can take part in. Don't worry if you haven't started yet. There is still plenty of time to join in.